

Microsoft
WinHEC
2005

x86 Everywhere

Chris Herring
Director Strategy
PCSG
AMD



Session Outline

- Instructions, Languages, and the Euro
- Architectural Evolution
 - Cost of Deployment
 - Macro Level
- Extending x86
 - Architectures du Jour
 - Evolution/Convergence: Why Now?
- Primary Drivers: Performance, Power, Cost
 - Knobs and Levers
 - Absolute Costs and Tradeoffs
- Future Innovations

Session Goals

- An understanding of the benefits of a unified approach to Instruction Set Architecture
- No limitations to extending x86 architecture
- The time is now
- This is not a crazy idea!

Imagine if instruction sets were languages...

Bonjour Monde

Hallo Welt

Γειάσου κόσμος

Ciao Mondo

□ □ □ □ □ □ □

□ □ □ □ □ □

Hello Mundo

Здравствуйте! Мир

Hola Mundo



Or, conversely, if languages were instruction set architectures...

Language Should Unify

- What I really want to say is “Hello, World”
- Each Instruction Set Architecture (ISA) requires translation
- Translation, Virtual Machines, Transmorphing, Transcoding, Simulation, Re-compile: All “tech speak” for 2nd language communication
- What we have in effect is, truly, an ISA “Tower of Babel”

SHARC®



UltraSPARC®



XScale™



PowerPC™



SuperH®



Cell



Towards Instruction Set Consolidation

Future innovation should come in micro-architecture enhancements and compatible extensions to dominant instruction sets, rather than the creation of new instruction sets.

1

Is the trend clear?

With ever growing software complexity and installed base the value of remaining compatible with and extending existing, dominant instruction sets heavily outweighs any disadvantages.

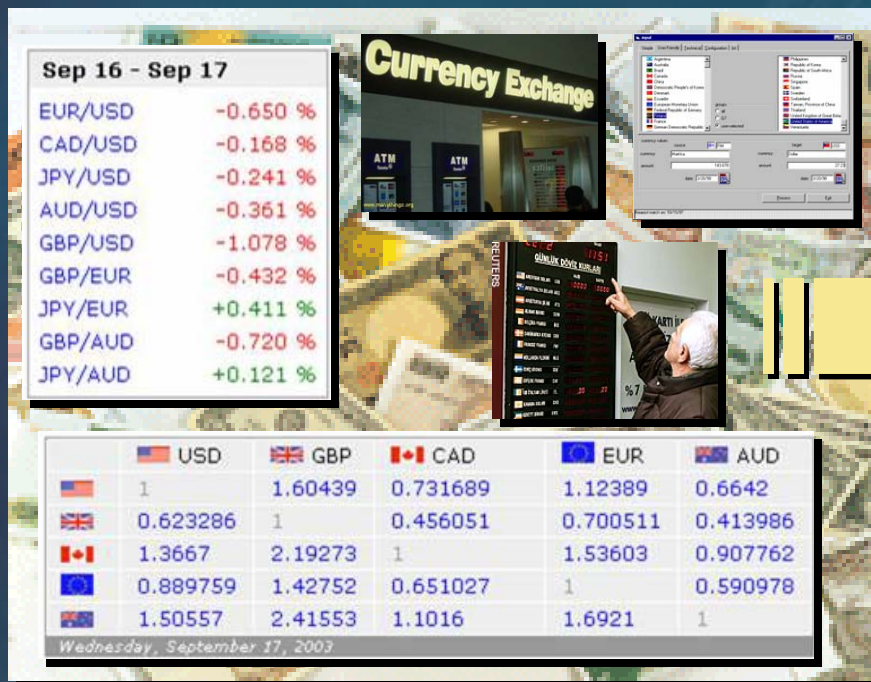
2

Is the time now?

Technology has passed the point where instruction set costs are no longer relevant.

What The Euro Can Teach Us

The economic benefits of moving away from multiple currencies is enormous.



\$36 billion per year in avoided transaction costs, or *\$90 per EU resident*

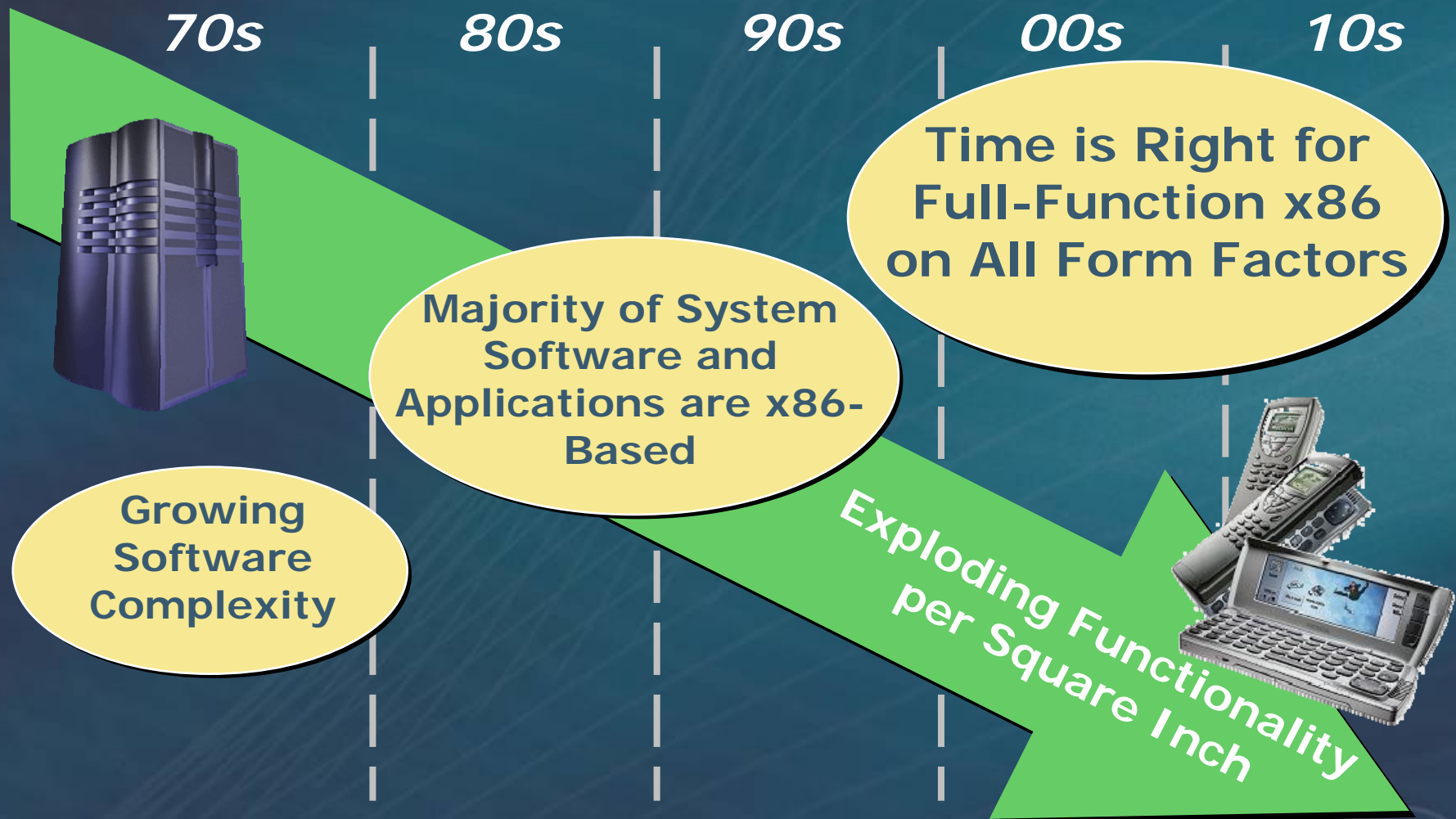
What The Euro Can Teach Us

What were the catalysts that prompted standardization?

- ✓ Growing markets
- ✓ More sophisticated consumers
- ✓ Desire for increased stability



Architectural Evolution Macro-Level

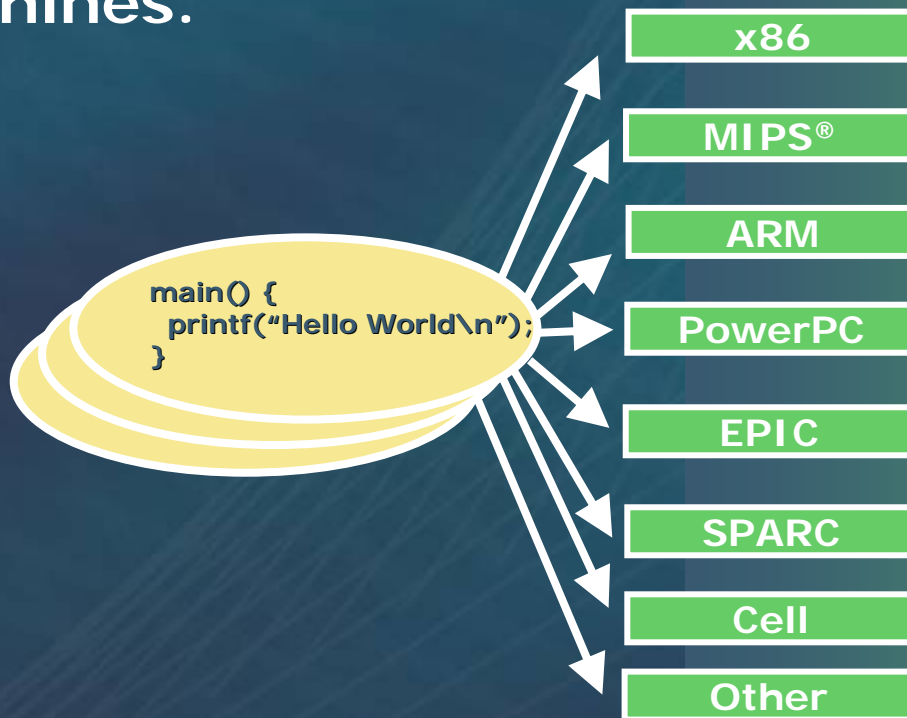


The True Cost of Deployment



Possible Solutions

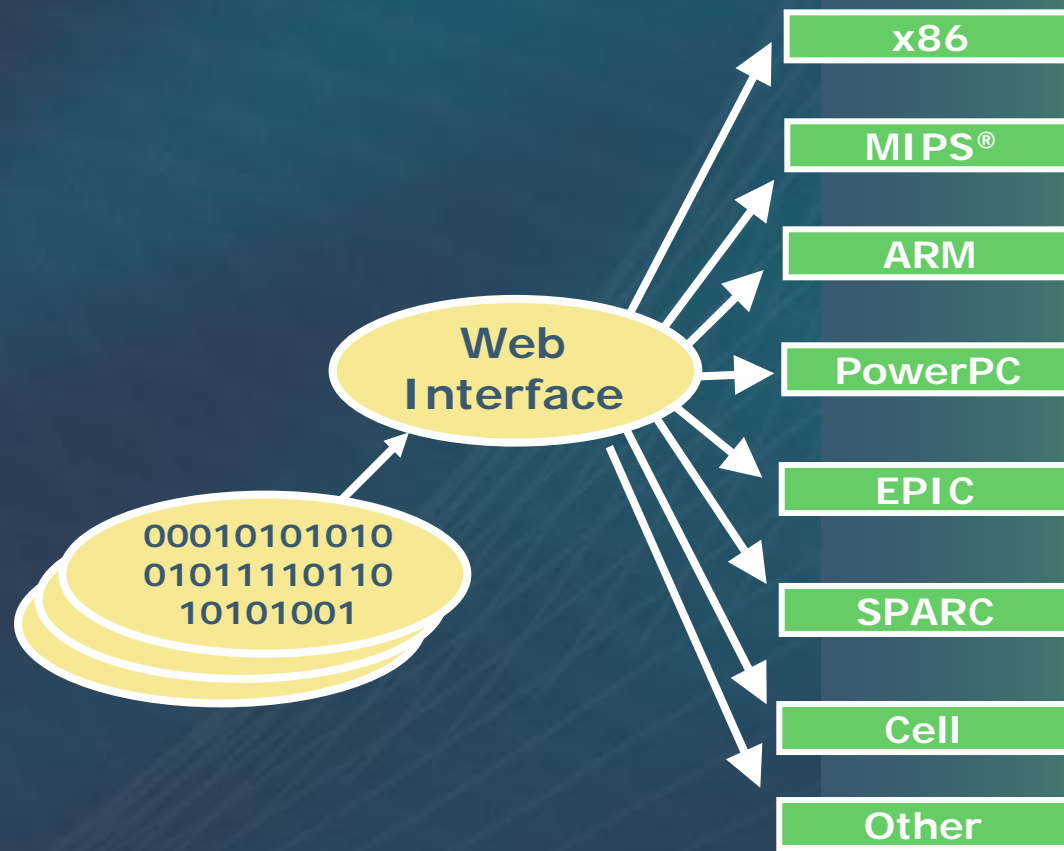
Port thousands of applications, operating systems, drivers, codecs, tool chains and virtual machines.



- *Resource intensive*
- *Slow*
- *Costly to maintain*

Possible Solutions

Develop a web-based interface for each application.

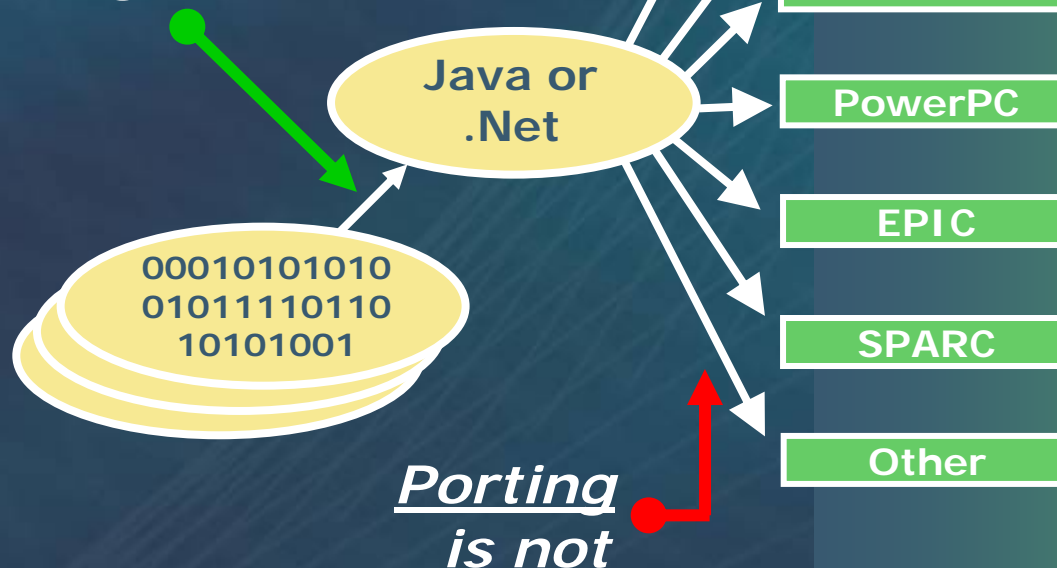


- *Assumes always-connected client server*
- *Limited functionality*
- *Least Common Denominator*
- *Difficult security*

Possible Solutions

Write once (or port once) and run anywhere.

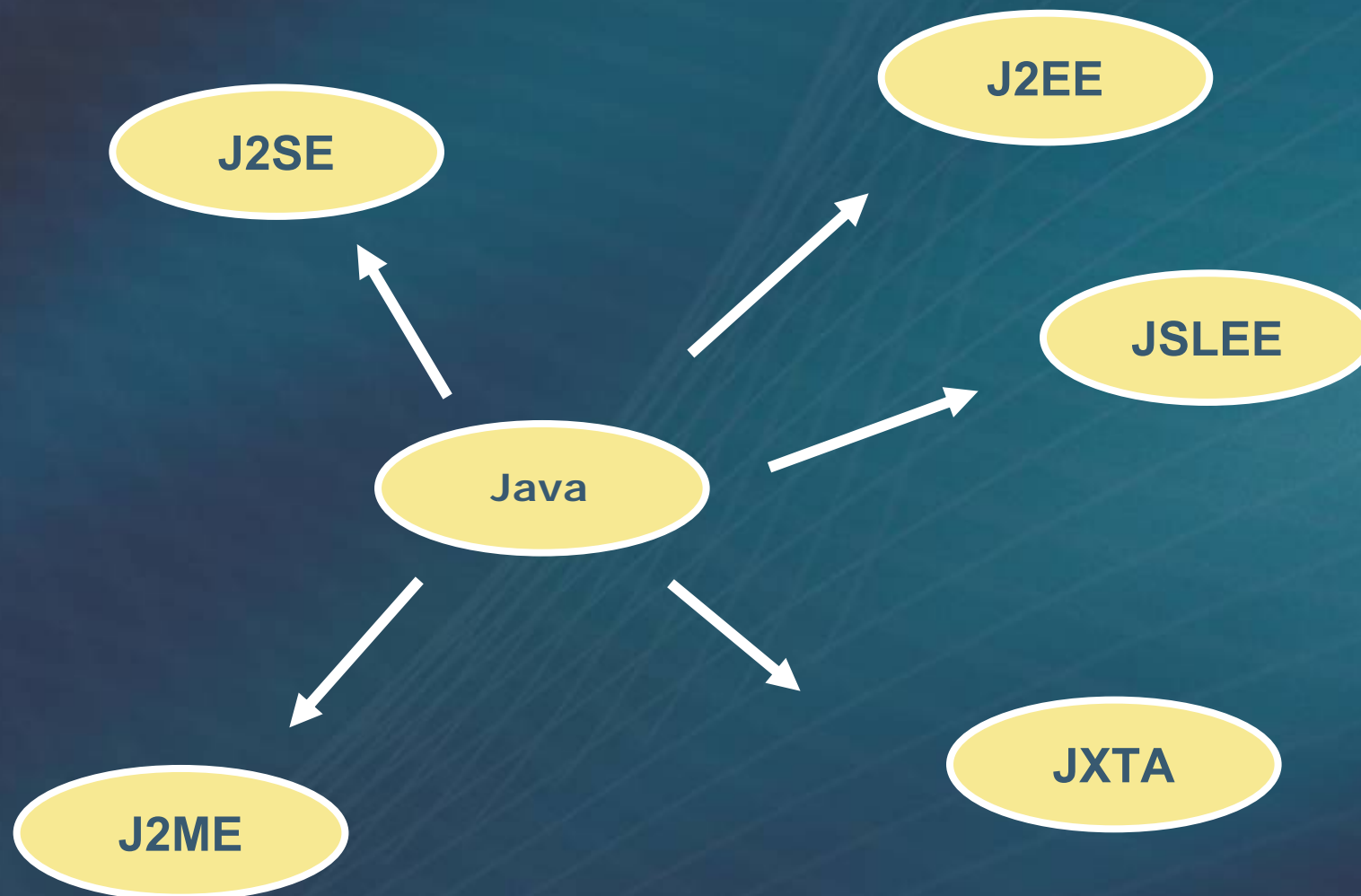
Portability is good



YIELD

- *Heavy testing*
- *Ongoing optimization*
- *Per-platform customization*

Is it really “port once”



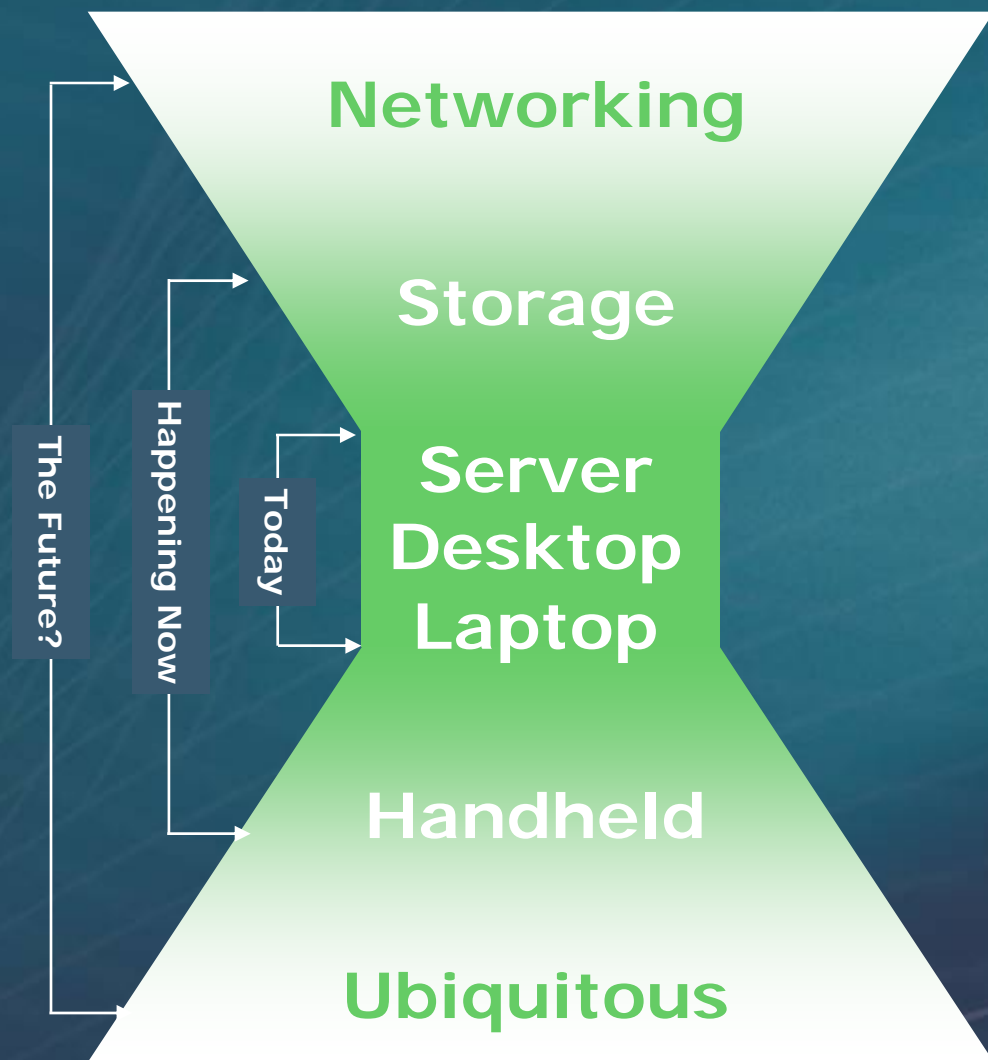
Executing and/or translating to multiple languages and platforms is a necessary cost — not something to be desired.



Architectural Evolution Macro-Level

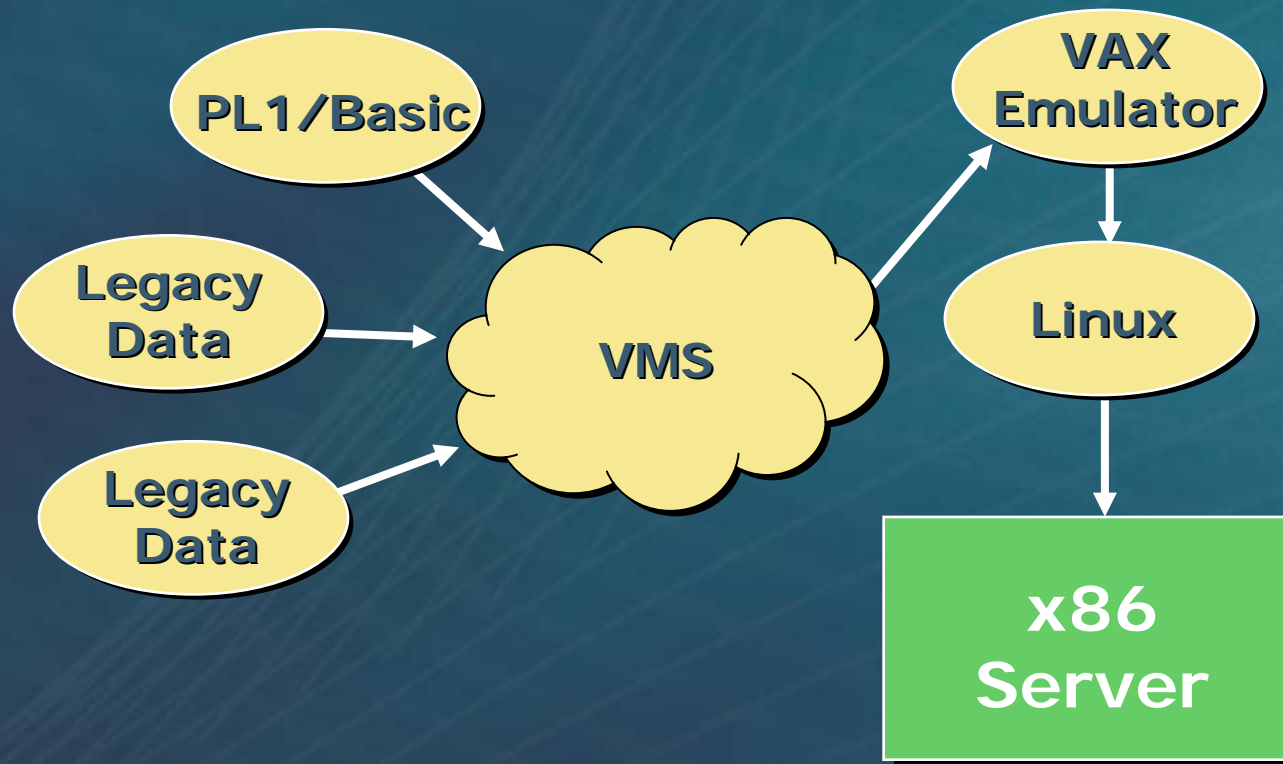
Common Instruction Set Architecture

- No need to port
- No need for multiple validations
- Built in OS integration
- Robust security
- Investment protection



The Importance of Dusty Decks... Or Data Sets Never Die...

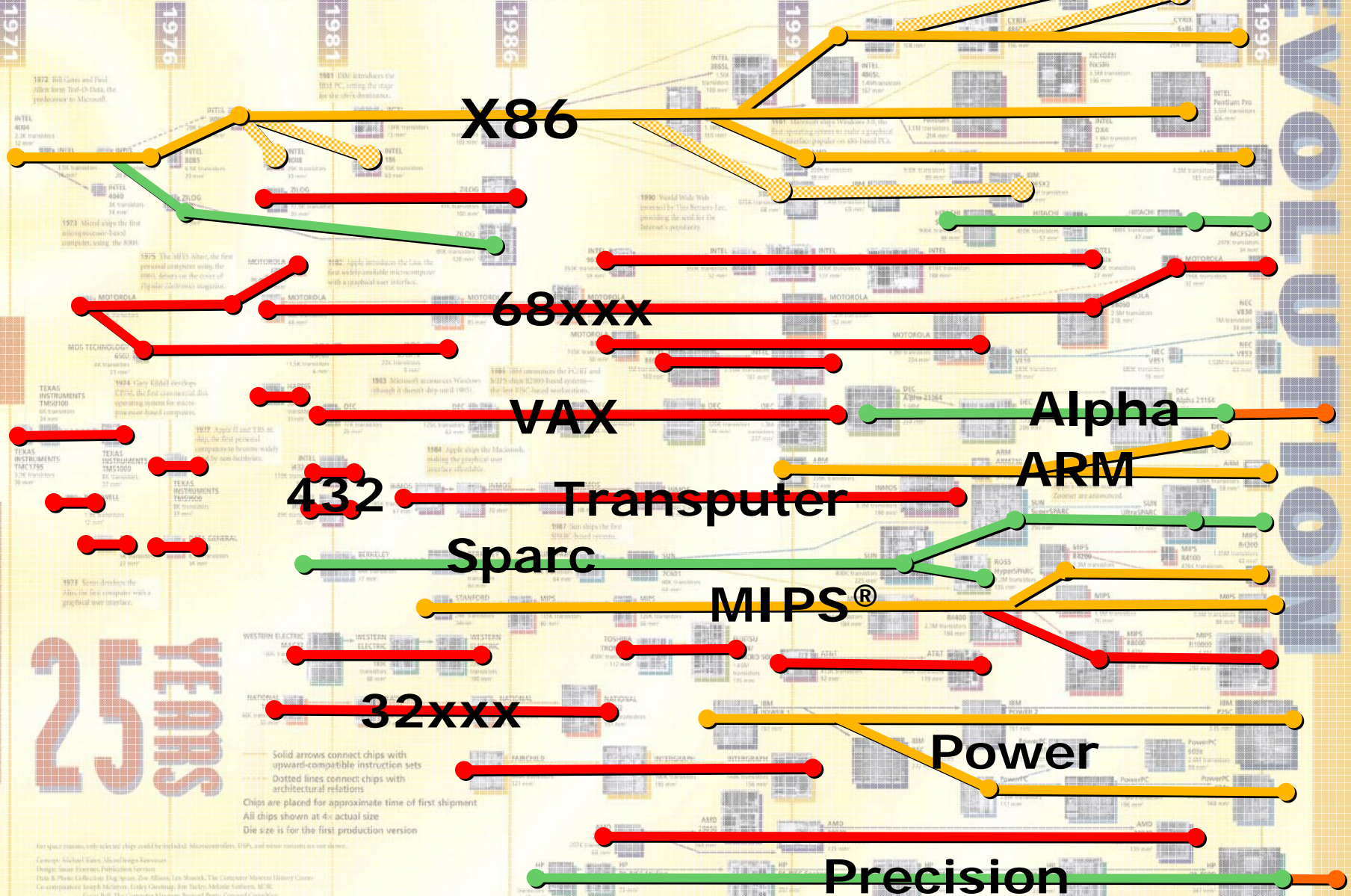
Essential legacy data and code lives forever.



Extending x86



MICROPROCESSOR



25th

For space reasons, microcontroller chips could not be included. Microcontrollers, DSP, and other variants are not shown.

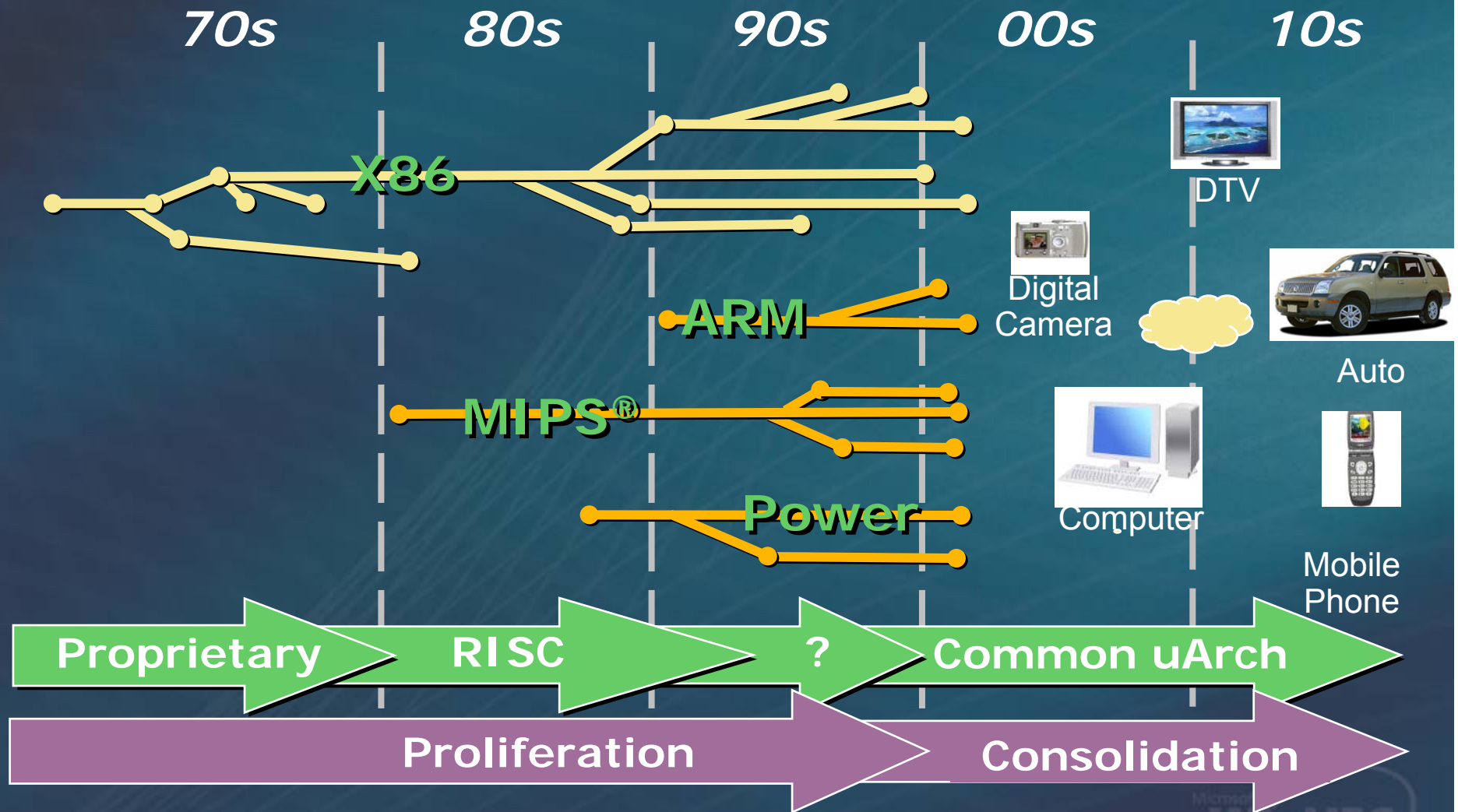
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ISA Architectural Evolution/ Convergence (architectures must cross platform boundaries)



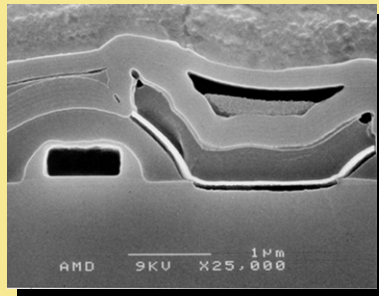
Why is It Possible Now?

- Moore's Law
 - Core processors can now be so small that any overhead of x86 is easily affordable (a few mm², a few % of total die, trivial power increment)
- Sufficiency of performance
 - CPU designs can range from small simple designs to huge server designs
- Added functionality makes processor core small part of chip
 - Large L1 and L2 cache
 - SOC functions (memory control, graphics, etc.)
- Pads fundamentally force minimum die size much larger than core
- Learning
 - Lots of design tricks have accumulated

Interconnect Evolution

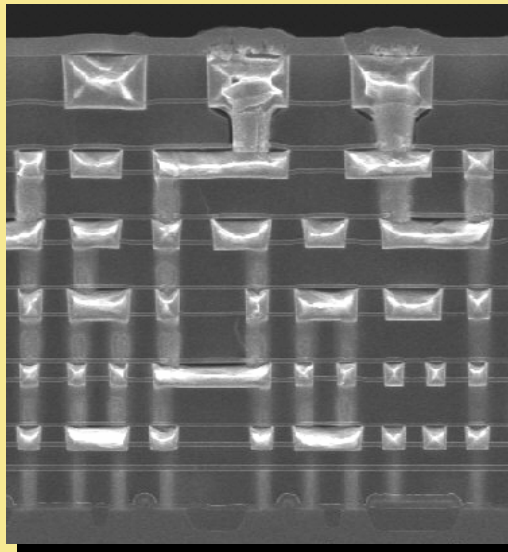
AMD Am386® Processor

2 Alum. layer
1.0 μ design rules



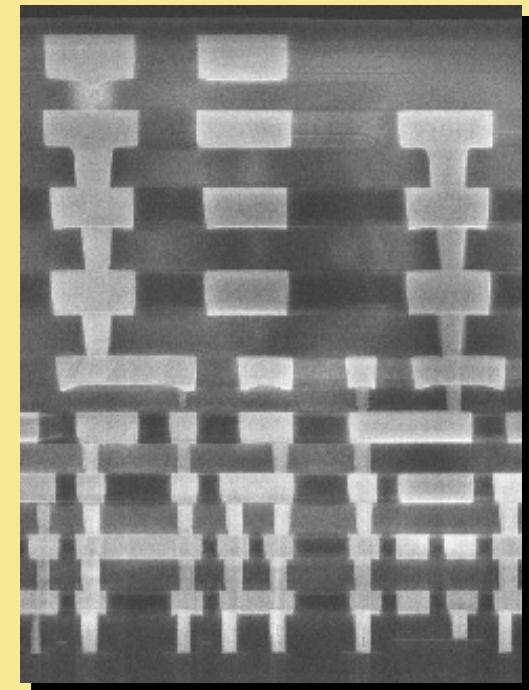
AMD Athlon™ Processor

6 Copper layer
180 nm design rules

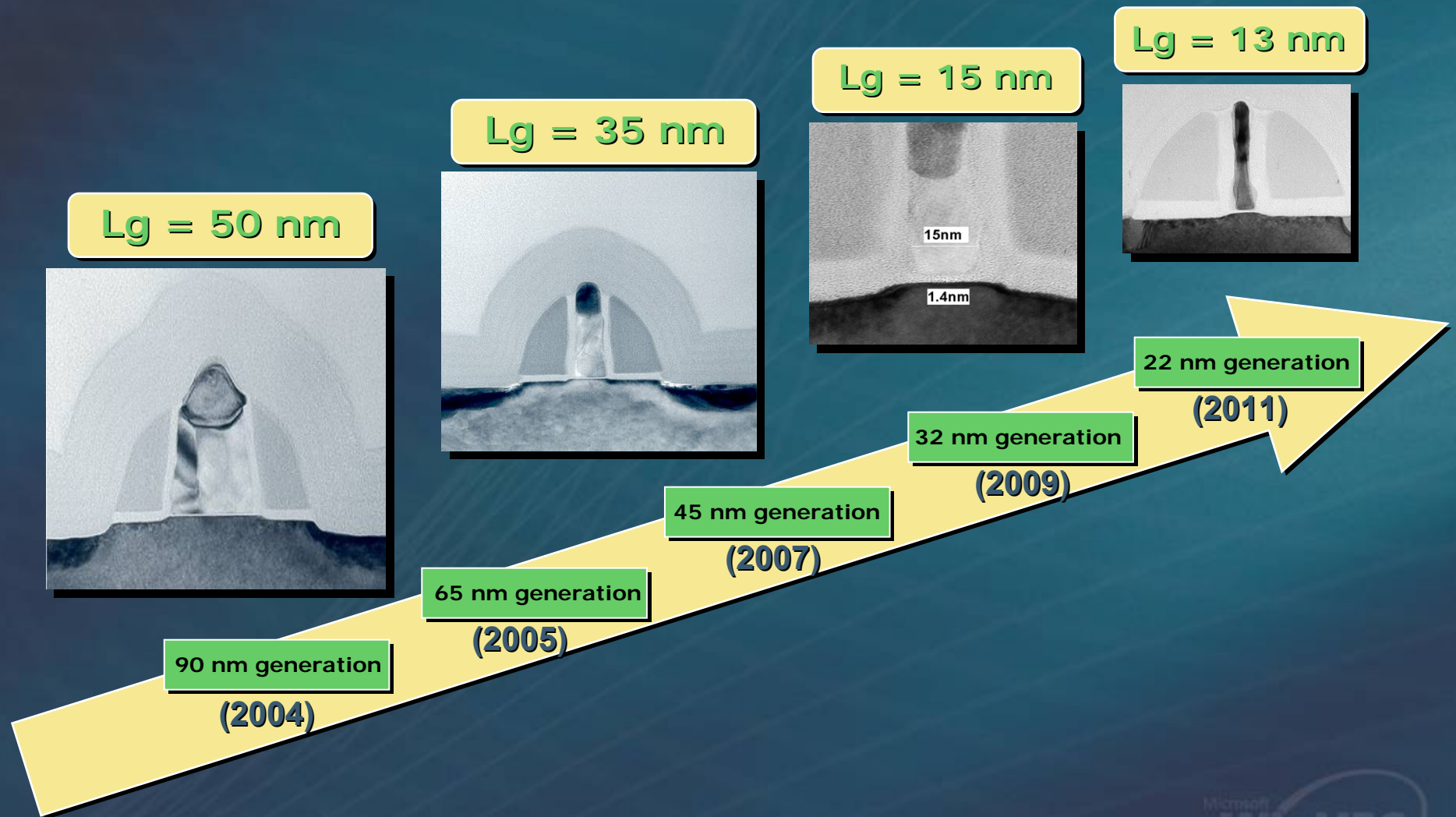


AMD Athlon™ 64 Processor

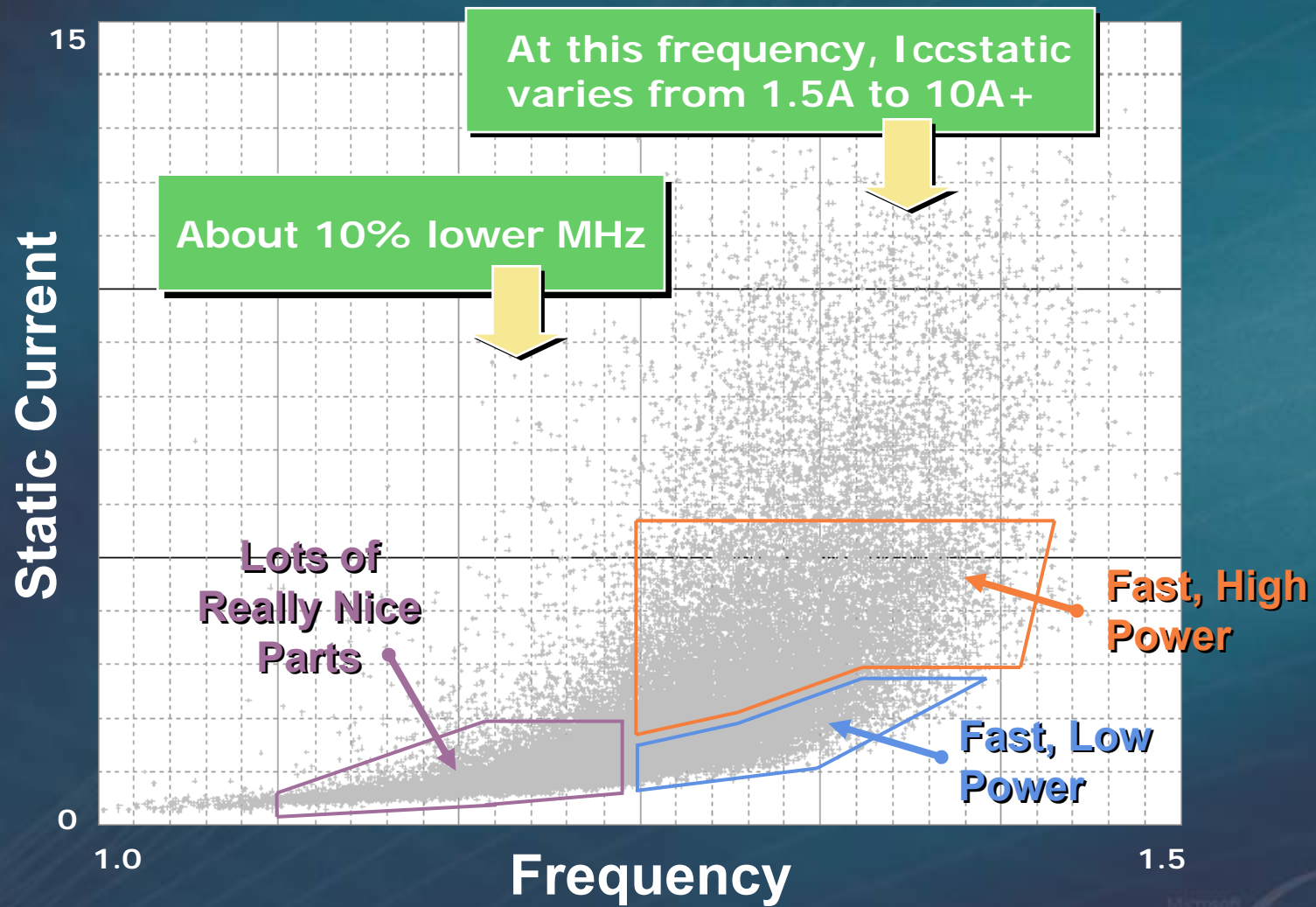
9 Copper layer
130 nm design rules



Planned Transistor Evolution



Huge Variation – Without Even Trying!



Primary Drivers of Performance, Power and Cost

Performance

**Memory Latency —
We Have Hit the
Memory Wall**

- At 1GHz and 1 IPC a 1% effective miss rate cuts performance by approx. 50%, 4% cuts it by approx. 80%
- Required IPC, application footprint and DRAM speed dictate cache size

Peak Instruction Rate

- Determined by IPC and MHz

Power

Dynamic

- Voltage
- Switching capacitance
 - # of parallel units
 - # of flops (pipeline depth)
- Clock skew goal
- Long buses
- Clock gating
- I/O

Static

- Process: Gate leakage, Dcap leakage and Ioff
- Voltage and temperature
- Total transistor width
 - Leaky transistor width if substantial use of low leakage transistors

Cost

Package, Assembly and Test

- 25-50% of total cost

Cache and IO Often Dominate Die Size

- IO often in the range of 15-20% of die area
- Cache can be as much as 50% of the die area or more

Dynamic Range of Design Choices

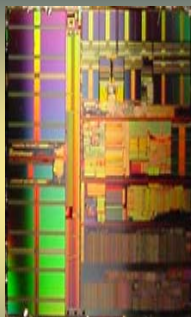
Lever	Range	Factor
Pipeline Depth	5-25 stages	5x
Cache	16K-2M bytes	125x
ILP	1-10 units	10x
Voltage	0.7-1.8 volts	2.5x
IO Pins	100-500	5x
Frequency	300-3000 MHz	10x
Leakage (Idoff)	1-1000 nA/um	1000x
Die Size	20-300 mm ²	15x
Dynamic Power	0.2-100 W	500x

All can be varied independent of instruction set.

Three Orders of Magnitude Transistor Count

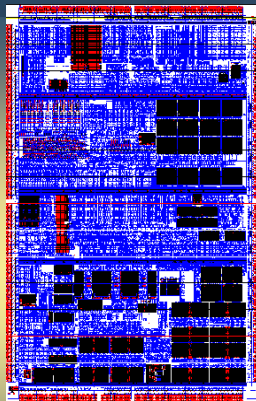
16 → 32 → 64 Bits
Integer → FPU, SIMD, Vector
1/3 Issue → 9 Issue
Trivial Cache → 1MB Cache
CPU → SOC

AMD K6®-III
Processor



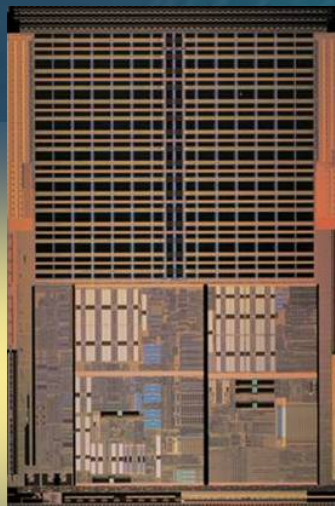
0.25 μ
9M
transistors
78mm²

AMD
Athlon™
Processor



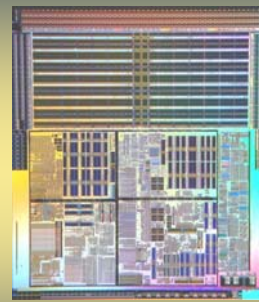
0.18 μ
37M
transistors
120mm²

AMD Opteron™
Processor



0.13 μ
100M
transistors
193mm²

AMD AMD64™
Processor



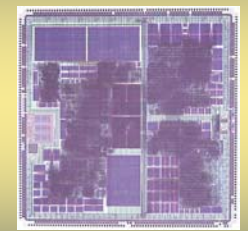
90nm
84mm²

AMD
Geode™
Processor



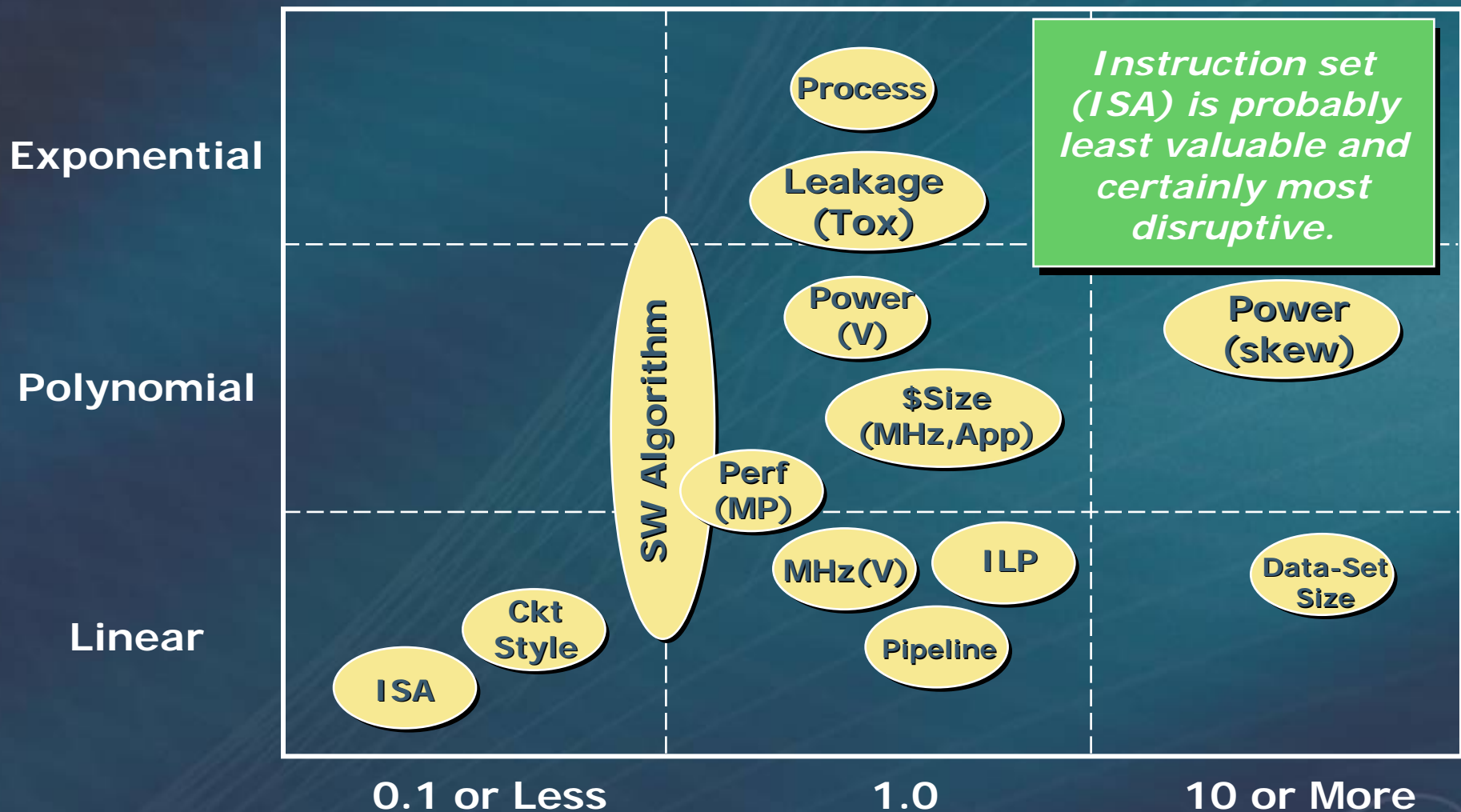
0.15 μ
9.5M
transistors
58.3mm²

Future AMD
Geode™ SOC
Processor

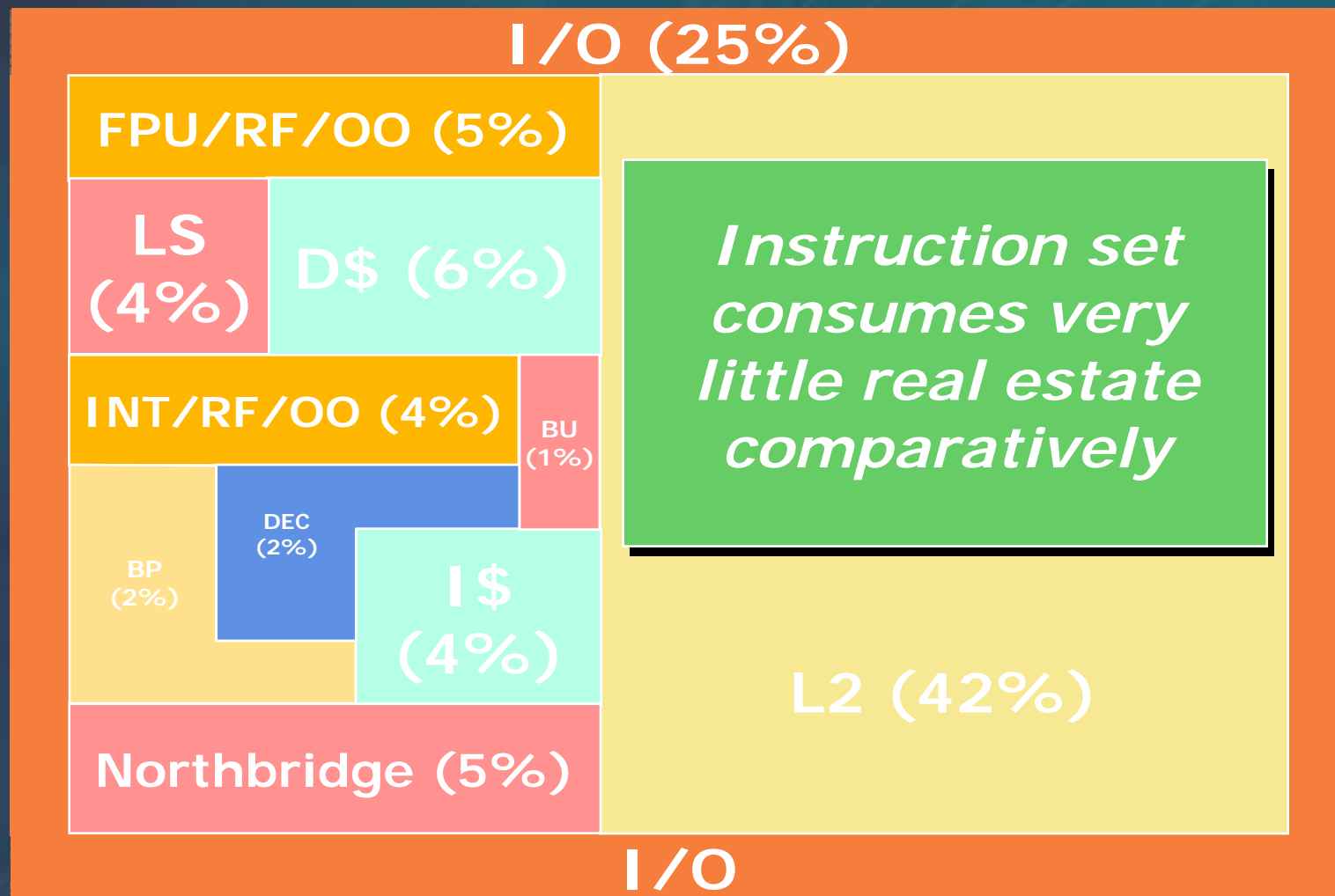


90nm
30M+ transistors
40-45mm²

Levers Affecting Performance, Power and Cost



Absolute Costs Demonstrate the Time is Now



Absolute Costs Demonstrate the Time is Now

1M Transistors	1mm ²
64KB Cache	1mm ²
1mm ²	10-20 cents
Package pin	0.5-2 cents
200 pin package	\$1-\$4
500 pin package	\$5-\$10
512KB Cache	\$1-\$2
Small CPU Core	5mm ² , \$0.5-1
Substantial CPU Core	40mm ² , \$4-\$8

*We Can Optimize
for Area or Power
or Performance.*

*... and so,
instruction set
adds very little
cost.*

Future Micro-Architectural Innovations

- Threaded architectures
- Multicore
- Chip level multiprocessing
- Huge scale MP machines
- Much higher performance superscalar, out of order CPU core
- Media/vector processing extensions
- Security and virtualization
- Huge caches
- Static and dynamic Power management
- Branch and memory hints
- GHz performance IO

*Final Choices
are driven by
Optimization
Priorities.*

*All are
essentially
instruction
set agnostic.*

Towards Instruction Set Consolidation

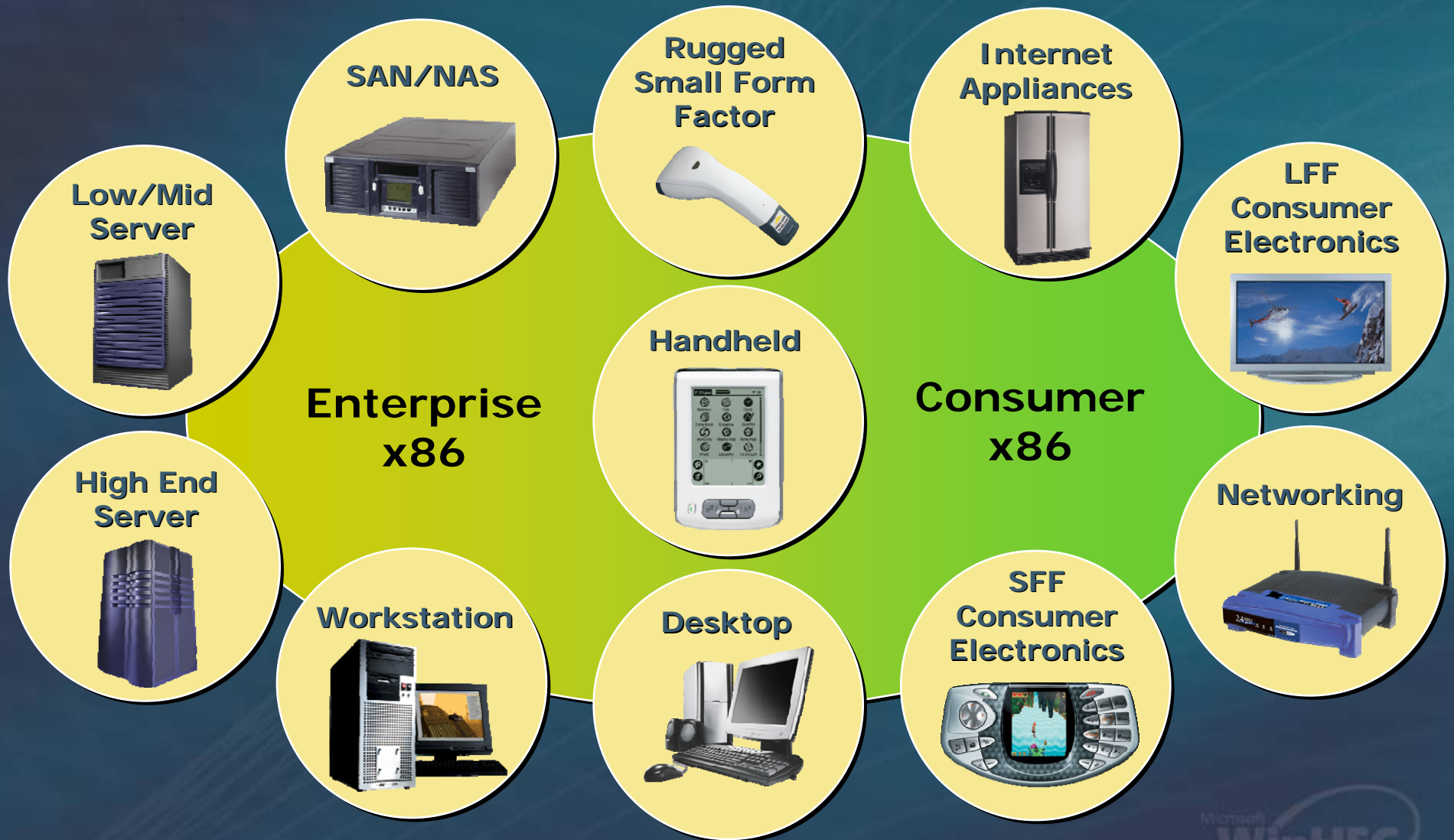


The trend is clear. The time is now.

**Instruction Set Architecture
Consolidation**

Micro-Architecture Proliferation

Extending x86



Call To Action

- Hardware Developers:
 - Break through artificial barriers of power, price, form factor
 - Allow a common architecture across market boundaries
- Software Developers:
 - Do not lockout support based on ISA
 - Allow x86 to actually be Everywhere

Additional Resources

- Web Resources:
 - Specs: <http://www.amd.com>
<http://www.amd.com/embeddedprocessors>
 - Other Resources: <http://www.50x15.com>
- Related Sessions
 - Low Power, small formfactor x86

questions

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